

Effective 3/28/2020

76-10-1113 Cause of action.

- (1) An individual who suffers economic loss as a result of a fringe gaming device, video gaming device, or gambling device or record may bring a cause of action against a person who operates or receives revenue from the fringe gaming device, video gaming device, or gambling device or record to recover damages, costs, and attorney fees.
- (2) An individual who brings suit under Subsection (1) may recover twice the amount of the economic loss described in Subsection (1).

Enacted by Chapter 291, 2020 General Session